GIS
Idaho State Tax Commission

Move and Rotate Selected Layer as a Whole Unit

In this example Jerome County wanted to edge match all their section parcel data to the GCDB.

They created their parcel layers one section at a time in CAD.

The issue is that when they create and print a four section map layout the edges of the individually created sections overlap and gap.

Here we will look at the first two steps in the edge match process, moving and rotating the section for the best fit into the GCDB lines.

The error in the position of the section has been exaggerated.

Start by opening an edit session.

Click the Editor Button and choose Start Editing.

From the dialog choose the appropriate section to edit.

If you get a second dialog just click Start Editing.

Go to the layer in the Table of Contents and right-click.

Hover over Select and then click on Select All.

Press the Z key and hold, this shortcut key changes the cursor to a Zoom tool.

Zoom to the area of interest – if you are zoomed out too much it is hard to place the layer exactly where you want it because of snapping.

Left-click and hold on the selected layer and drag the section corner to match the GCDB corner.

Now we will rotate the section using the rotate tool.

Right-click the layer and choose Zoom to Layer.

First find the anchor, an X, usually centered in the selected area.

Hover the Rotate Tool over the anchor, the Rotate Tool will change to a four directional arrow.

Click and drag the anchor to where you want the pivot point for the section rotation to be.

If you have show snap tips active then that information will show when the anchor snaps to a feature.

Here the anchor snaps to the GCDB vertex located on the corner.

Click the A key – an angle dialog will appear.

Enter in the desired degree of rotation.
+ in a clockwise direction
- in a counter clockwise direction

You will have to experiment with the values to get your desired result.

I will enter in -5 and hit enter.

Now the layer is as close to matching the GCDB lines as I can get it without moving vertices.

This concludes this production.